FSpace Roleplaying

McDougal Space

corporate profile v2

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This is the incomplete v2 assembled in 2009.

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Introduction

McDougal Space is a major British space design house, with 120 employees spread through four major locations with revenues of 80 million eurocredits per annum. It is owned by Sir Alvin (60%) and staff (30%). Assets owned amount to about 60 million eurocredits, mostly in design computers and space vessels.

Most of the firm's income comes from extensive design patents. As a firm they are aggressive in securing design patents and deriving revenue from them through licencing.

The company likes to think all known space is it's bailiwick and enjoys competition, and in particular aliens. The firm finds that aliens give the marketplace demand for something better and likes to continually be challenged by what is possible with their technology, extending the envelope by leaps and bounds.

Sir Alvin founded the company in 2090 and snapped up the "Space Hilton" in earth orbit as the first large contract 12 years later. The company had largely been run by Sir Alvin until 2108 when he finally gave up and handed the daily running to a partner Alison Thrace, leaving him to be Technical Director.

After his body became useless though cancer in 2030, the company was subjected to a hostile take-over led by Alison. After 3 weeks of protracted fighting (from his home mainframe) he regained control and ousted the mutineers. Sir Alvin is very careful with his 'Life' and security now, even spinning it into a few computer security patents.

The stated aim of the company is to create the best space-faring vessels known to man. Sir Alvin has collected almost every spacecraft design that he could get his mitts on and transformed them into an extensive library of what is possible (and impossible).

The company is far from achieving it's goal in the marketplace, and faces stiff competition from long established firms and those that have tight links with government military contracting. It has however established a reputation for high quality designs and custom commissions for luxury space facilities and cruise liners both in terms of system design and system integration with service robots included in the mix.

The firm licences it's design patents to those firms with construction and marketing capabilities. Typically these are firms from which is derives most of it's technology licencing for it's design and system integration plans in the first place. In most cases these firms are the competition McDougal would like to achieve it's market position goal against. For now McDougal Space occupies a valued niche market and isn't seen as a threat by these larger firms.

The company maintains two Raconteur class spacecraft. One is used for Sir Alvin, executives and demonstrations; the other is being leased out all around known space at reduced rates. It has another sensor computer onboard, which has the job to examine any and all strange spaceships, technologies and star-ways and to report back the much data as possible to Sir Alvin and Co.

Facility locations

Facility	Location	Staff
Headquarters and main facility	Reading, UK	60
Offices and Design Facility	Mars	30
Research Lab and Offices	"Coke – Gateway to the stars" Space Station. In L3 earth orbit	12
Thai Life Sciences department	Bangkok Thailand	20

Skills Available for Major Projects

Skill	Base	Level	Assist
Structural Engineering	STR	1500	Level 3
Electrical Engineering	INT	1500	Level 3
Mechanical Engineering	DEX	1500	Level 3
Robotics	INT	1000	Level 3
Computing	INT	1000	Level 3
Medical (Life Sciences)	INT	1000	Level 3
Mining	STR	500	Level 3
RV Pilot	INT	500	Level 2
Can easily contract in any other skill		200	Level 2

Main Products

All manufacturing of these products is subcontracted out

Raconteur	50 tonne space-vessel - exploration
Pig	25 tonne space-tug
Cookie-Monster	250 tonne smelting vessel
Big Ernie	500kg Construction robot (Dumb)
Billy Bagger	750kg Mining robot (Dumb)
Little Nell	50kg Manipulation robot (Dumb)
Tough Nut	200kg 5ATM, 6 Gee capable hostile environment Bot
Sprite	10kg Sensor-Bot (Dumb)
Long Sprite	15kg Sensor-Bot (Long range) (Dumb)
Diaspora	10 tonne space vessel (Long Sprite carrier) and remote sensing controller
Brain Pan	$1m^3$ 100kg 100,000, Dumb Robot Control Computer and RV Interface
Duodeskcomp	Integrated 2 desktop computers for skills and assistance
Air Rover	Light Bus with soft-top 6m x 3m x 1m

Sir Alvin McDougal

Sir Alvin McDougal is the Technical Director of McDougal Space Systems Engineering Limited, often referred to using it's normal market name of McDougal Space. He owns 60% of the company.

Born in London, England 2064, he has resided there for a large portion of his life.

Sir Alvin has long been active in the British space scene for almost a century, he is a leading designer of robotic space systems space habitats and spacecraft.

He initially studied robotic engineering as a young man and for the first few years of his career he worked for a firm contracted to ADEPT. He struck out in private practice using a small family inheritance and worked under contract designing customised solutions for end user clients based on ADEPT produced parts. He focussed on the value added options a niche designer can bring and worked towards gaining higher class clients, or servicing firms with such clients.

Most of this work he did under contract to other robotics vendors, but by remaining a contractor to them he managed to secure his own intellectual property and built up an independent reputation along with a small pool of design patents.

He is a very disciplined planner and wise financial investor and managed to accumulate enough funds to set up McDougal Space in 2090 with the aim of following his target clientele, and his personal passion into space.

He extended his design reach into fields of robotic spacecraft, and automation systems used in space habitats. He made most of his reputation in the design and systems integration work for space hotels, private space yachts and the like.

He had a good knack for serving the rich, famous and important by treating them with respect while looking at ways to give them maximum value for money.

In his later years he has focussed on lasting value for space and has looked at the ways that we can live in space more efficiently and safely, hence his interest in the Life Sciences.

The King knighted him in 2112 for his contribution to the British space industry, this was the first time he had met royalty and he has since become a firm friend of the King and his family. He was devastated when the Royal family was killed and has wholeheartedly offered his condolences and support to the new King.

His body became useless though cancer in 2030, and currently he is kept alive by advanced medicine and can only live his life from his computer implants. His remains reside in his 'Box', a spacecraft that allows him independence of movement, and looks like a small popular a-grav van. The box was put into service in 2135. He has a robotic extension of himself that he has called his Avatar. This robot is humaniform and rather different from other humaniform robots, not having a lot of brute force strength (although he can manipulate rather well). His strength is in his face, it is a marvel of design, it is most accurate at displaying the emotion of the Sir Alvin (almost as good as a real human face).

Sir Alvin is probably McDougal space's greatest asset, with his help they can apply outstanding brain-power to the trickiest problems. While his body is just a shell kept alive by advanced medicine, his mind roams free inside McDougal Space's computer network, harnessing is complete resources. Rather experimental neural interfaces contribute to his power "in cyberspace".

He splits his time between:

- The McDougal Space research lab on Gateway station.
- The company offices and design facility on Mars.
- McDougal Space headquarters and main facility in Reading, UK.

Skills	Base	Level	Computer Assist on board
Structural Engineering	STR	400	2
Electrical Engineering	INT	500	2
Mechanical Engineering	DEX	500	2
Robotics	INT	700	2
RV Pilot	INT	300	2
Computing	INT	500	2
Medical (Life Sciences)	INT	100	2

Product case studies

Frank Fawsett and the Tripps

Me and my band are pretty good performers, we sell millions of our displays every day all over human space (The Russki's don't count), our tunes are a combination of Bangra from the 2000's and Superdangk of a bit later. We have a very busy schedule so we use a Raconteur to get to our gigs, we park it or even fly in over the crowd. It gives us very good security and visibility.

We are captained by Helm Daniels who doubles as a cam operator.

Our steward is Dick Childs, who also does makeup.

Then the rest of the band: Charles "Dream" Vambaugh, Tony "Killer" Smythe and Julie "Tempest" Wayne.

Our team wouldn't be complete without our AV Wizards who regularly plug into the AV Decks and turn our inept crap into inept crap that people pay lots of money for: Silvia Rejik and John Dryfus.

Our Bots	
4	Bots used for Stage Setup
10	Production Quality AGrav AV Cam Bots
5	Production Quality Walking AV Cam Bots (they look like Lightbots)
5	Sophisticated Lightbots for stage use
3	AV Decks. Brain Pan with AV Creation (Assist 2 and Skill 70) + Mechanical Repair (Assist 2 and Skill 70) for the Little Nell's
2	Little Nell Manipulation Bots

Gerald Duke "Emerald Cyclops"

I have a Pig that has served me well over many years, the "Emerald Cyclops", painted green – the colour of my childhood home, Ireland.

I am an ex Royal Space Navy transport pilot and I have made a living for myself in the corporate field by towing stuff all over the place but specialising in "High Risk" projects typically in Earth orbit and environs.

The area of Earth is very vulnerable to mishaps. The steep gravity well gives Earth orbit operations a lot of potential energy and with Earth below there are a lot of targets for that energy. That makes Earth orbit operations a high risk and high security place to work. If I bring a 200 tonne 'brick' (an object not able to operate under it's own power) in to near Earth orbit, I need to complete masses of paperwork on risk assessments, failure measures and options completed. For a project like the Brugge harbour I took 2 years getting the necessary clearances and 1 year clearing up the lawsuits and counter suits afterwards, just to clear a goddamn harbour.

Almost all of my projects in Earth atmosphere have a backup Pig, "Delilah" for failure situations. There is constant sanity and security checks on us Tug pilots, almost no-one who hasn't been in the military can get anywhere near habitation when pulling a load.

It isn't a glamorous life and it sometimes gets quite lonely pulling 60+ days by yourself, but you aren't in this game if that puts you off. The rewards for a job well done are usually quite good, but out of the system you don't have much security (no-place to mount weapons on a Tug).

I have sometimes taken a girlfriend for short hops, it's OK if you make sure your life system is tanked up but I wouldn't rely on it for more than 60 days, they usually get pretty bored before that anyway.

I need a lot of Bot's for my job, I usually use a combination from my stable.

Bots in Bot-Bay	
5	Bill Bagger Mining Robots
4	AGrav Strap Laying Bots
5	Big Ernie Construction Robots
10	Sprite Sensor Bots
4	Little Nell Manipulation Bots

Brain Pan

Designer	McDougal Space
Manufacturer	ADEPT
Cost	100,000ec
Duration	48 hours on internal power
Volume	1m³
Weight	300kg
STR	5
DEX	50
CON	10
INT	2
AR	10
DCP	100/200
StunEND	200
Spd	10 m aerial
	10 cm ground

Skills
none
Sensors
none
Weaponry
none
Devices
Secure AV Comlink
RV Neural kit
VR RV kit

The Brain Pan was developed as a stand alone unit to control a wide range of Robots. It can interface with up to 10 concurrent bots (although only two task types at a time plus one simple one). It can be the access point for a RV-Neural jacker or a VR RV console. There is two desktop computers integrated into the unit to supply skills and assistance. It can operate without human intervention yet it cannot cope well with random events outside of the standard sphere of operations currently programmed into it. The Dumb robot types are designed to work with this unit, they have the very rudimentary motion and programming. That gets built on by this unit.

The final result is to completely control a mining team of 30 assorted robots (not at the same time of course) or a basic space construction job or to control a web of "Sprites" in the depths of space to record important comings and goings.

Typical Space Construction Team	
8	Construction Robots.
5	Sky Hooks - robotic tugs
2	Assorted Sprites
12	Little Nells
2	Mother Support Bots

Typical Zero Gee Mining Team	
8	Billy Bagger Mining Robots.
3	Sky Hooks - robotic tugs.
(4-10)	Assorted Sprites depending on the job
4	Little Nells
2	Mother Support Bots

Various Bots designed for use with the Brain Pan

Robot	Type	Durat	Weight	Vol	Cost	Legs	Hands	Brain	Other
Billy Bagger	Mining	8hr	750kg	2.5m3	29k	3H	2H,2L	Dumb	ZeroG
Sprite – Cam	CamBot	8hr						Dumb	
Sprite – PCam	Professional Cambot	8hr						Dumb	
Sprite – Deep Space	Sensor (Deep Space)	24hr						Dumb	
Sprite – Mining	Sensor (Mining)	8hr						Dumb	
Sky Hook	Tug Bot	4hr	400kg	1.5m3				Dumb	
Mother +Brain Pan	Bot Support	30d	1000kg					Dumb	Power & Equip

Billy Bagger

Designer	**McDougal Space**
Manufacturer	**Serious Cybernetics**
Cost	**20,000ec**
Duration	**8 hours on internal power**
Volume	**2.5m³**
Weight	**750kg**
STR	**120**
DEX	**50**
CON	**500**
INT	**5**
AR	**7**
DCP	**400/800**
StunEND	**500**
Spd	**Walking 2m**
	Agrav 0.1g

The Billy Bagger is a Dumb zero gee mining robot designed to work as part of a team. It can use a mining toolkit as designed for a human but has a specialised version designed for it. The computer is classed as Dumb, so it is designed to be remote operated by a "Brain Pan". It uses AGrav to enable it to move ably in a zero gee environment.

Skills

None - dumb computer

Sensors

500m Radar
Std Touch
Nightvision

Weaponry

None

Devices

Secure AV Comlink

Limbs

3 trilaterally arranged legs.
(300 degree freedom of movement vertically)
2 Strong Hands that can only operate between legs
1 Highly mobile and dextrous hand

Little Nell

Designer	**McDougal Space**
Manufacturer	**Serious Cybernetics**
Cost	**5,000ec**
Duration	**4 hours on internal power**
Volume	**0.2m^3**
Weight	**50kg**
STR	**40**
DEX	**70**
CON	**100**
INT	**5**
AR	**7**
DCP	**100/200**
StunEND	**100**
Spd	650km/h
	Agrav 1.1g

Skills

None - dumb computer

Sensors

5km Radar
Std Touch
Nightvision

Weaponry

none

Devices

Secure AV Comlink

Limbs

2 Dextrous Hands.

The Little Nell is a multipurpose manipulation robot designed to work in a support role for larger robots or humans. The computer is classed as Dumb, so it is designed to be remote operated by a "Brain Pan". It uses AGrav to enable it to get almost anywhere and therefore there is a abundant range of different programs available for use with this robot (although they will reside in the Brain Pan, not the robot).

Sensor Technology

Spy Sensors can aid in reconnaissance and operations, talking generically about the technology, there are four major parts to the equation.

Placement mechanism

Manual placement or special purpose bot placement (see below).

Sensor technology

The raw technology of the sensor, the specific features and countermeasures.

Communication

How the sensors uplink the sensor data, most standard sensors have the ability to store until download, store and forward or provide a real time feed as appropriate, or even use wires to communicate.

Aggregation and Intelligence

The value of sensor data is directly proportional to the intelligence applied to it, especially when considering real time data that supports operations or mining through significant amounts of data. A Desktop computer has the processing power for low level analysis for 10 standard sensor packs (tactical difficulty reduced by 1) , although for real time tactical response a desktop computer can only handle a single standard sensor pack work of sensors (TODO: game mechanics? tactics of 2 difficulty levels, or can task automated defences, anti-missile munitions or similar).

General purpose sensors can be deployed according to the following formulae.

Light Coverage has video on key areas, simple audio (background noise can be a problem).

Medium Coverage has good video and audio coverage of all locations and most scenarios.

Heavy Coverage has overlapping video, great audio usable in almost all situations.

Standard environment includes regular building and vehicle interiors, suburban exterior.

Hard surface environment includes glass towers and interiors, metropolitan exteriors.

Hostile and Jungle environment is self explanatory.

Environments that are not suitable or are sub-optimal for these general purpose sensors include, sand only environment, water environment, space environment, gas giant environment, obscured visual environment (smoke or fog).

One standard sensor pack (SSP) will cover the following area, depending on the environment and the coverage required.

Environment	Light	Medium	Heavy
Standard Environment	200m³	100m³	50m³
Hard Surface Environment	150m³	75m³	38m³
Hostile and Jungle Environment	100m³	50m³	25m³

Placement is either carried out by a Sensor Laying Bot or manually, it takes 20 minutes to place each standard sensor pack, Skill: Sensors, Difficulty: Medium.

Recovery is a similar operation and there are usually sensor losses of 25%.

Sensor	Weight	Cost	in SSP (1)
Micro AV Spy Eye - concrete (2)	1gm	5000	5
Micro AV Spy Eye - metal (2)	1gm	5000	5
Micro AV Spy Eye - plastic (2)	1gm	4000	5
Micro AV Spy Eye - embedded spike (2)	1gm	3000	5
Long Distance AV Spy eye (more visible close up) (2)	2gm	2000	5
HQ Long Distance AV Spy Eye (more visible close up) (2)	10gm	5000	2
HQ Long Distance 360° AV Spy Eye (very visible) (2)	20gm	10000	
Sound Receiver - Simple	0.5gm	500	5
Sound Receiver - Vibration	0.75gm	1500	1
Sensor Communication Relay unit (directional)	2gm	1000	1
Sensor Counter Communication unit	5gm	4000	
Advanced Counter Communication unit	20gm	15,000	
Gravimetric Sensor - simple		100	
Gravimetric Sensor - directional		2000	
Electomagnetic Spectrum Scanner		5000	
6 Order force sensor		50	
6 Order force sensor - direction and intensity		5,000	
Standard Sensor Pack 5cm x 7cm x 1.5cm plastic unit.	?	100,000	

(1) The number in the Standard Sensor Pack column notes the number of sensors of that type in a standard sensor pack.

(2) All AV Spy Eyes also have the following features, auto focus, detail enlargement, low light and infrared.

Sensor Laying Bot

10cm x 5cm x 2cm, 20,000

The brainless Sensor Laying Bot must be controlled from a desktop computer or better, it deposits the sensors from a standard sensor pack into the area automatically, using adhesive if necessary. Then it can deposit colour matched paint.

It can also lay a communications wire, an extruded clear sticking polymer, but that takes an extra 2 hours for each Standard Sensor Pack. It uses AGrav 1.2G, can load fresh standard sensor packs if they are available.

Military Sensor Bot Briefcase

This briefcase is a hand-mobile unit that allows the operative to enter an area, receive live action sensor information from a variety of included static and air-mobile sensors. The benefit of this briefcase when fielded against a foe without these sensor advantages is devastating.

There is an onboard sensor brain that supports the dumb sensor drones and integrates the sensor data into tactical site assessments.

All of the low visibility bots can deploy stealthily from the unit and be hiding within seconds.

Features of Briefcase

Sensor Brain

- Assist 1 RV or the following programs
- Advanced Military Sensor analysis "Assist 1" to Tactics or skill 30
- Advanced Defensive Sensor Analysis "Assist 1" to Tactics or skill 30

Communications package

- AV Comlink
- Sensor communications
- Advanced Counter Communication unit

6 Order force sensor - direction and intensity

Electomagnetic Spectrum Scanner

Gravometric Sensor - directional

Bots

Short Range Needles	10
Sky eye Needles	5
Ranger Needles	2
Sensor Laying Bot with 3 extra sensor packs.	1

Short Range Needle

1.5gm, 1hr duration, 1.1G

AV and Sound + IR in small needle.

Cost 20,000

Sky Eye Needle

8gm, 18hour duration, 1.1G

HQ AV and Sound + IR in large needle

Cost 30,000

Ranger Needle

20gm, 2hr duration, 3.5G

AV and Sound + IR in large blade needle

Ranger needles can easily kill or take out enemy combatants as well as fulfil their main purpose of eliminating drones with the blade body and an additional electric jolt.

Considered a deadly weapon.

The Sensor Brain usually doesn't have killer training but an additional portacomp or RV kit can supplement the Sensor Brain skill 30.

Cost 100,000

Reconteur Merchantman

Class	**Raconteur**
Type	**Merchantman**
Displacement	**50 tons**
Designer	**McDougal Space**
Builders	**Various**

Weaponry

ASM-1 Missiles	**4**

Defense

Composite Armour	**AR 40**
Magnetic Shielding	**AR 1**

Engineering

Fusion powerplant	
Fuel duration	**30 days**
Gravitic Thrusters	**3**
Agility	**3**
GM Hyperdrive	**Grade 2**
Anderson Governor	

Control

Computer	**2**
Sensors	**2**
Communications	**2**

Crew

Bridge	**1**
Technical	**0**
Gunnery	**1**
Service	**1**
Other	**0**

Capacity

Medium	**9**
Cargo	**13.46 tons**
Fuel	**4.06 tons**

The "Raconteur" is a 50 volumetric tonne, general-use Merchantman that is designed for the diverse needs of Corporations, Governments and Organizations.

The target role for this vessel is to allow teams to be transported while retaining a measure of independence, with a base of operations at destination. Zero to low physical security.

Beyond this the Raconteur can be used as a merchantman for traders of higher value goods, or can operate as a Scout.

Usual crew is one pilot and one steward for the 6 passengers.

Weaponry is four pop-up ASM-1 missile launchers, two mounted above and two below.

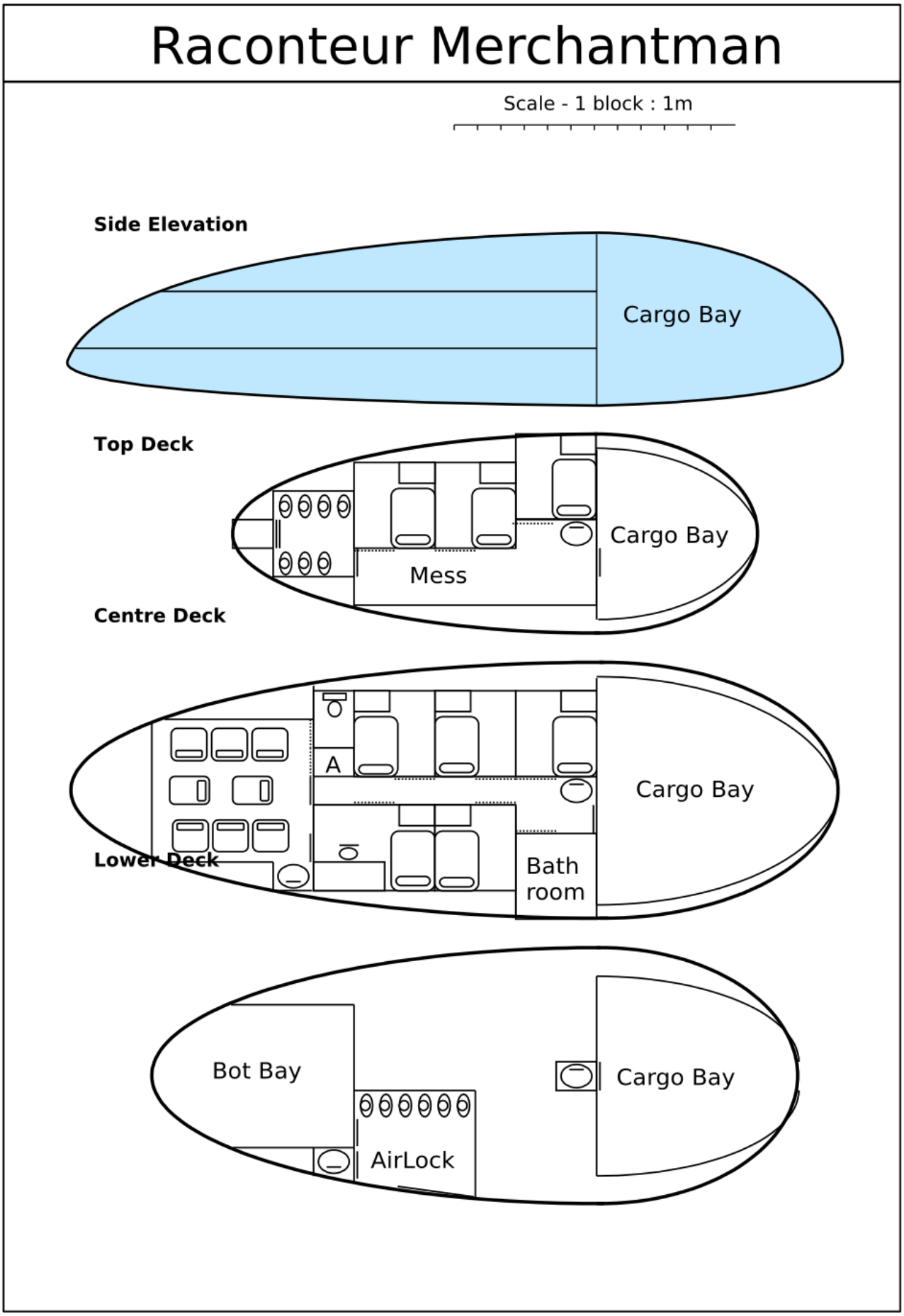
The Raconteur has 13.5 tonnes cargo space (although 3 tonne is for the external access bot-bay designed to hold the Air Rover below and Robots).

The rear folds up giving unprecedented access to the cargo bays when on the tarmac.

There are 6 sturdy legs that fold away out of sight after takeoff giving the vessel a look very much like a beetle.

The GM Hyperdrive (2) with Anderson Governor gives this vessel access to some star-systems that haven't got stargates and also quick access to the rest of any given system.

Ship plan overview



ASF543 "Pig" Space Tug

Class	ASF543 "Pig"
Type	Space Tug
Displacement	25 tons
Designer	McDougal Space
Builders	Various
Weaponry	None

Defense

Hull	AR 40
Magnetic Shielding	AR 1

Engineering

Fusion powerplant	60 days
Gravitic Thrusters	6G
Agility	1
Hyperdrive	1

Control

Computer	2
Sensors	1
Communications	1
Redundancy	3

Crew

Bridge	1
Technical	0
Gunnery	0
Service	0
Other	0

Capacity

Medium cabins	1
Small cabins	0
Cargo	0.94 tons
Fuel	10.80 tons

Gee thrust under load

External Cargo	% Gee	% efficient
0 tonnes	620.000000%	100.00%
100 tonnes	204.924531%	95.00%
1000 tonnes	48.606040%	90.00%
1 million tonnes	0.456854%	80.00%
1 billion tonnes	0.004179%	70.00%
1 trillion tonnes	0.000038%	60.00%

The Pig is a 25 volumetric tonne, Heavylift Space Tug that is designed for pulling large loads around systems (and through space gates).

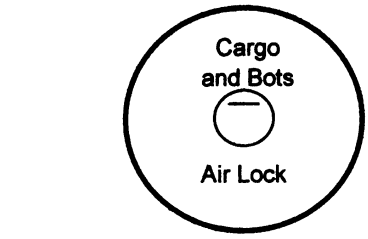
The usual role for this vessel is to transport large vessels that haven't got any power (or haven't got enough) Usually around space docks and sometimes on rescue and salvage operations. Some vessels are designed to only be towed to locations. Some examples are Mining Habitats and Spaceship repair workshops.

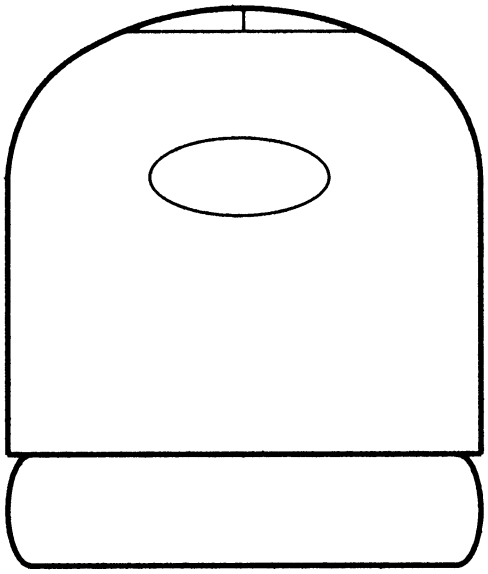
Sometimes large habitats are to be moved in orbit or further and then Pigs can be slaved together.

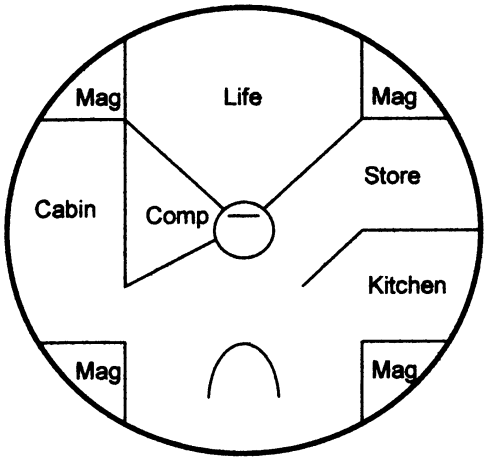
Another use is to transport resources (Ice, Iron, Rock and Meteorites) to where they are needed. This can be problematic as the drive is only rated for volumes that have a low weight (approximately the mass of water). Metallic meteorites can be a lot denser than water and so can stress drives if not handled gently (keep the acceleration down, a good tug program, as supplied, can work out what is safe for the application).

Only rated at 0.8 Mach at one atmosphere, it is not quick but is quite useful inside atmospheres. There was the time when Gerard Duke made history when he used the "Emerald Cyclops" to clear the long silted up harbour of Brugge in Belgium and sold it to interests on the Moon. He used the extended AGrav field of his Pig to slowly (over 2 weeks) lift the silt away from it's bed while water from the ocean flooded the cavity. He then covered the silt in plastic and strapping over the next 2 weeks to placate environmentalist concerns and took 48 hours to lift the silt to orbit and then on to the Moon.

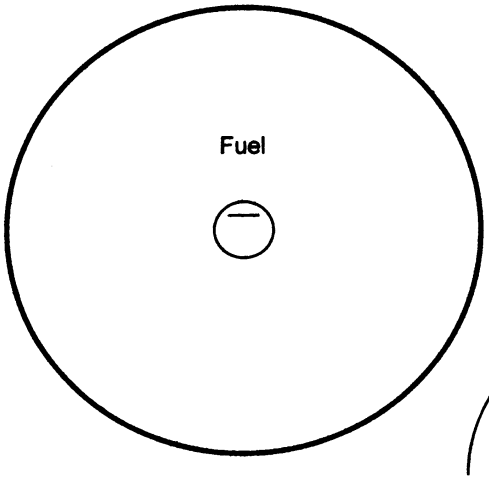
Ship plan overview

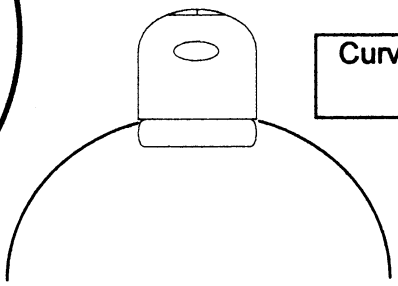




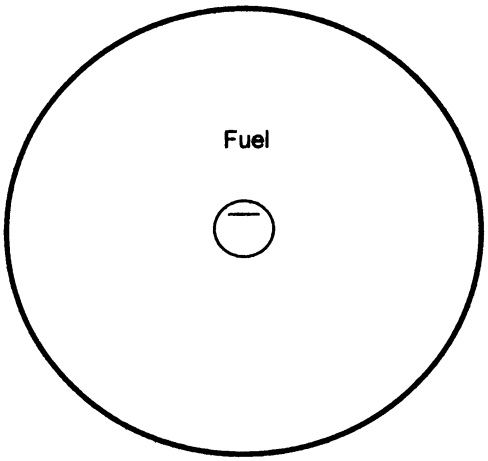


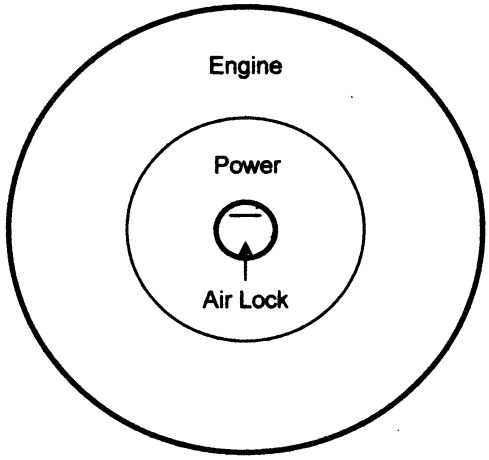
Life	Life Sciences
Mag	Magnetic Shields
Comp	Computers & Sensors
Store	Small Cargo Storage
Kitchen	Kitchen etc
Cabin	Bed and Toilet



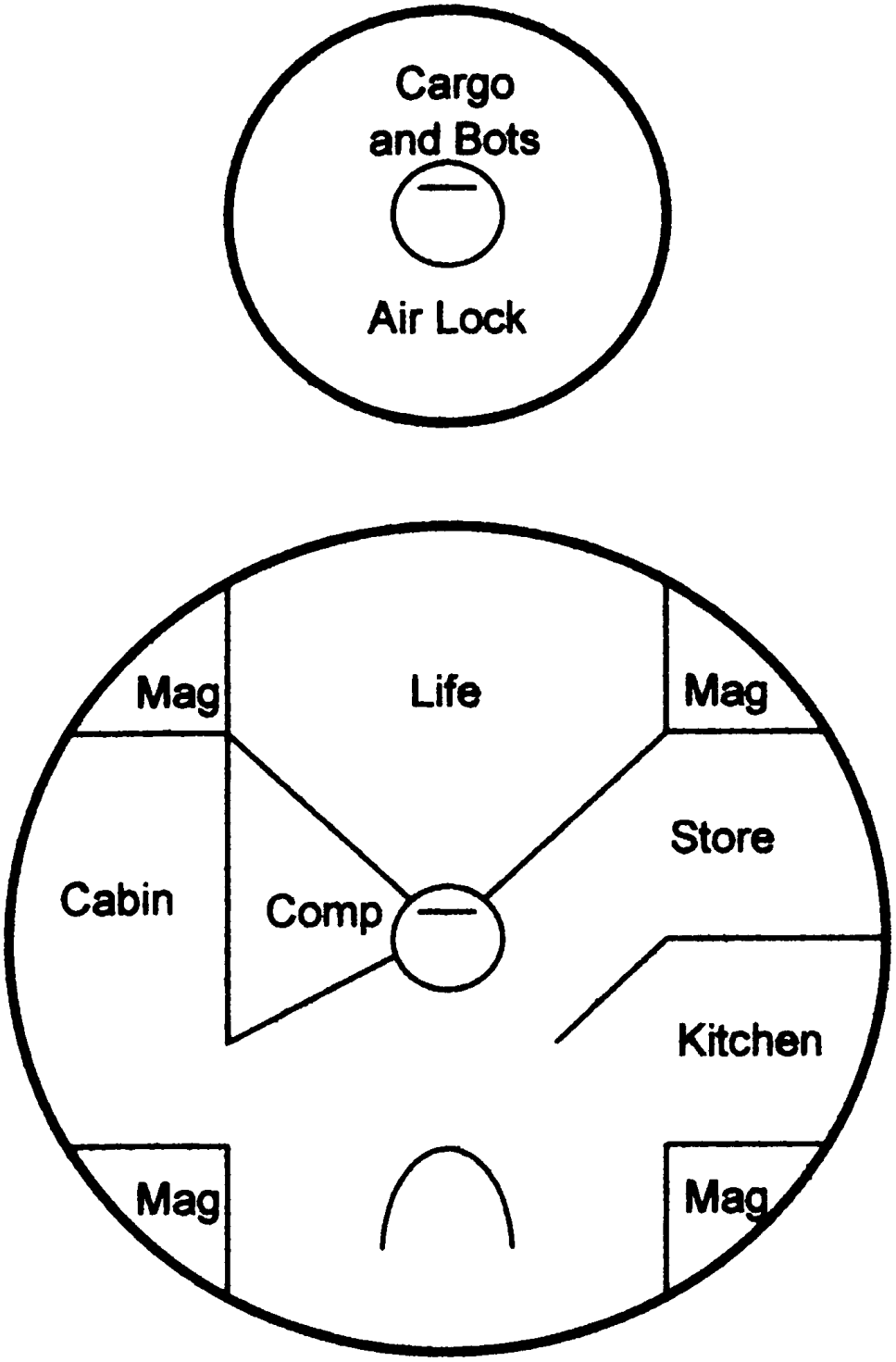


Curvature of External Gee Field

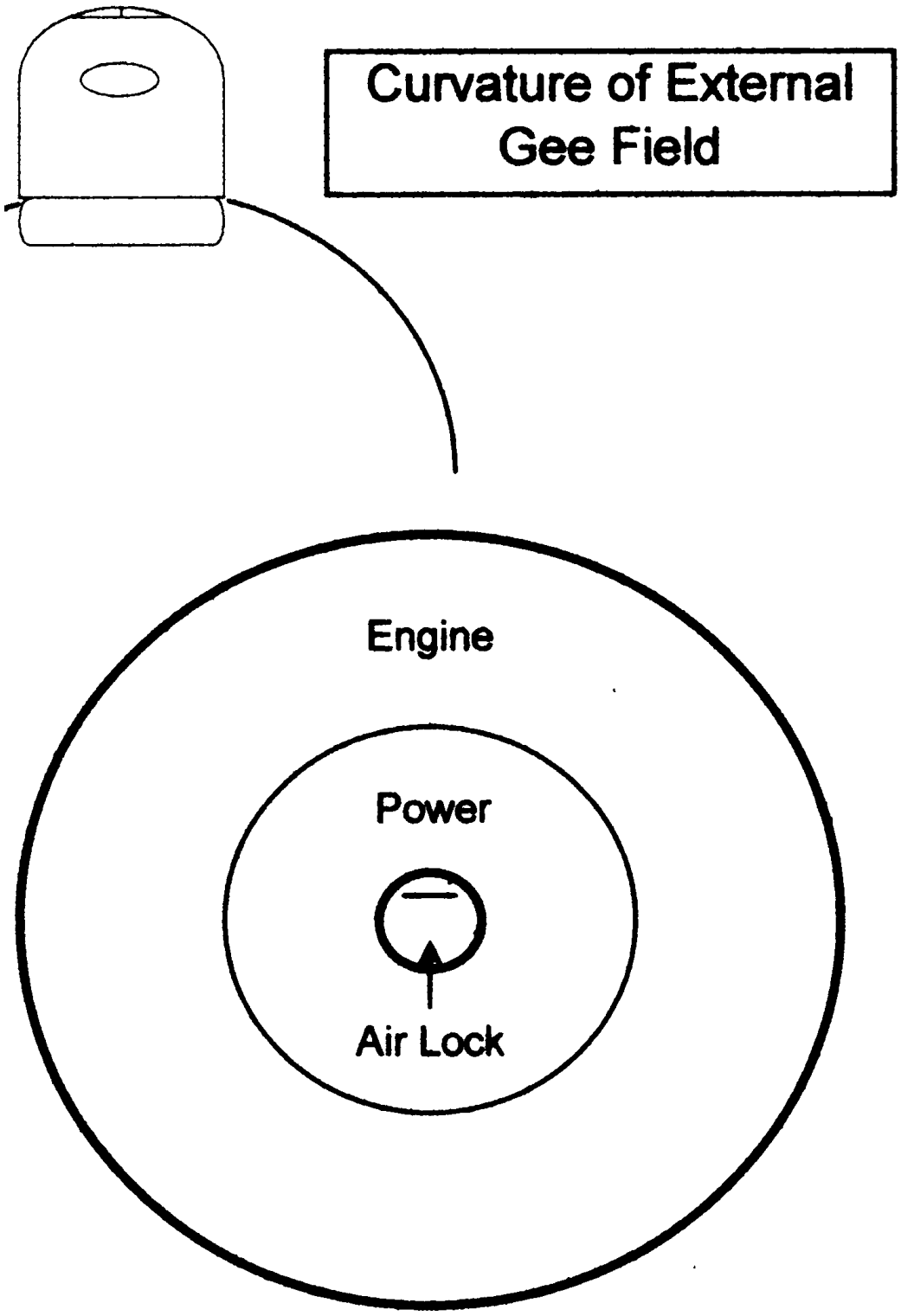




Cargo and crew decks



Engineering deck



"Air Rover" AGrav Bus

Designer	McDougal Space
Manufacturer	Amalgamated Motors
Cost	120,000 ec
Type	Light AirBus
People	8 people
Cargo	1000 kg
Speed	250 kph (55m)
Propulsion	Gravitic
Power	24 cells
Range	10,000 km
Autopilot	Complex
	(plus offroad/non-civilised programming)
A/D	10/30
AR	5
DCP	500/1000
StunEND	1250

Sensors

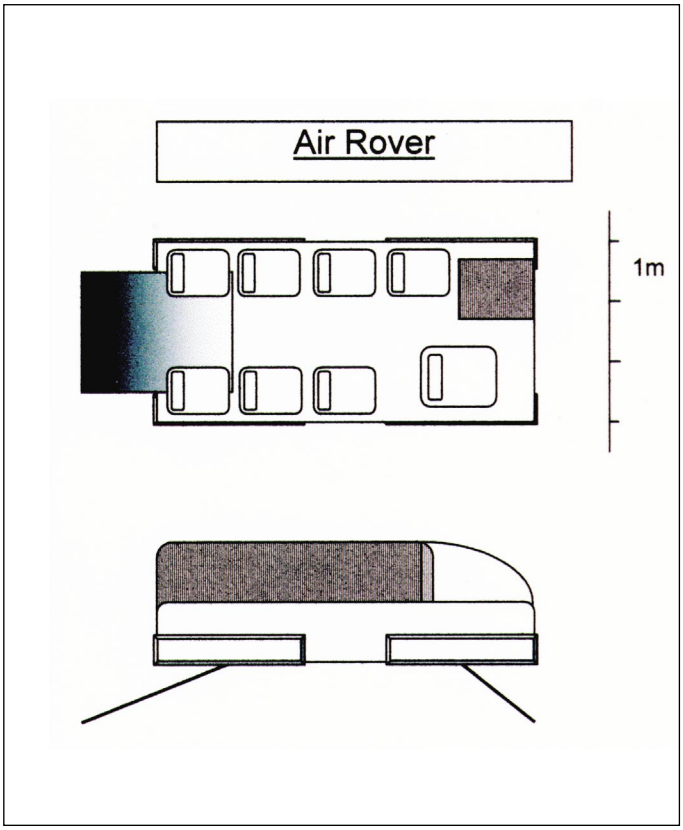
- Night driving system
- 20km radar

Devices

- Inertial locator
- A/V secure Comlink
- Portacomp

Weaponry

- None



This is a specially designed AGrav bus designed to be stowed within a Raconteur. It is designed to furnish teams with a reliable form of transportation that can go anywhere and do anything. Amalgamated Motors built the vehicle for McDougal Space and found that there was a demand for this type of vehicle so they designed their own variant, called "The Valkarie".

It has a lightweight popup upper shell in order to conserve volume (also giving a sporty look).

Access is through the front and rear ramps (or over the sides when used in "Top down").

Sir Alvin's Box

Designer	McDougal Space
Manufacturer	Amalgamated Motors
Cost	120,000 ec
Type	Light AirBus
People	8 people
Cargo	1000 kg
Speed	250 kph (55m)
Propulsion	Gravitic
Power	24 cells
Range	10,000 km
Autopilot	Complex
	(plus offroad/non-civilised programming)
A/D	10/30
AR	5
DCP	500/1000
StunEND	1250

Sensors

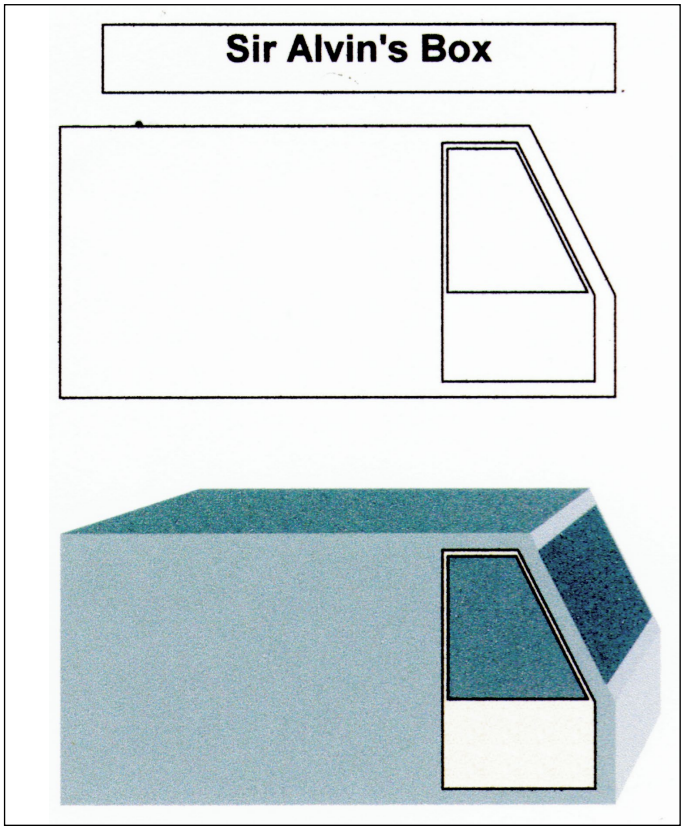
- Night driving system
- 20km radar

Devices

- Inertial locator
- A/V secure Comlink
- Portacomp

Weaponry

- None



This is Sir Alvin McDougal's standard vehicle, it looks like a small popular a-grav van.

It can pull 4 Gee's for 7 days, has an armour value of 20.

The class it has been declared as is escape pod, this is the closest to a description Sir Alvin will come up with for it. It is his personal vehicle where his body is kept with it's life support system. He has a large amount of processing on board for his assistance programs and personal projects. It also fit's one "Avatar" as a backup to those scattered around the various installations he frequents.

Sir Alvin hasn't shown anyone what this vehicle does as he has been burnt once and doesn't want to risk his life again. The Box was built under a pseudonym on Mars and no-one knows the specifications now but Sir Alvin.

Most of the time the Box travels between the places Sir Alvin works (in a Raconteur when going into space) as a normal van and Sir Alvin is pleased to keep it that way.

Donate and fund the artwork

This book is incomplete in that the author was unable to produce commercial quality artwork and plans.

A small part of this work was done for inclusion of this material in commercial publications, but most does not have the funding to be complete. We are seeking help from the gaming community to complete those, and keep the resultant work under the current, or similar Creative Commons licence. If enough is raised to complete the work, FSpace Publications will donate some of the commercial art and plans it has done so far to this CC project.

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